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**1 Java and XML data binding**

Brett McLaughlin

May 2002 Book, O'Reilly &amp; Associates, Inc.

 Additional Information: [full citation](#), [abstract](#), [index terms](#), [review](#)

*Java and XML Data Binding* shows you how to put the new XML data binding APIs to work. XML is an excellent tool for representing data. Ultimately, though, its not enough to represent data; we also need to work with it, and working directly with XML documents is awkward. You have to navigate through the document, working with XML constructs such as elements and attributes. Programming at this level is awkward and alien to many software developers.

**2 Efficient wire formats for high performance computing**

Fabian E. Bustamante, Greg Eisenhauer, Karsten Schwan, Patrick Widener

 November 2000 **Proceedings of the 2000 ACM/IEEE conference on Supercomputing (CDROM)**

 Full text available: [pdf\(134.14 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)
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High performance computing is being increasingly utilized in non-traditional circumstances where it must interoperate with other applications. For example, online visualization is being used to monitor the progress of applications, and real-world sensors are used as inputs to simulations. Whenever these situations arise, there is a question of what communications infrastructure should be used to link the different components. Traditional HPC-style communications systems such as MPI offer r ...

**3 Instant messaging in Java: the Jabber protocols**

Iain Shigeoka

January 2002 Book, Manning Publications Co.

 Additional Information: [full citation](#), [abstract](#), [index terms](#), [review](#)

This book shows you how. It covers the Jabber IM protocol and takes you through the process of building your own Jabber IM client and server in Java. It explains sending messages, updating presence, and maintaining rosters or "buddy lists," using Jabber and Java. Designed for two-way asynchronous communications, Jabber can be a better protocol for dynamic B2B XML applications than HTTP, and this too is explained in the book.

**4 Unifying strategies for Web augmentation**

Niels Olof Bouvin

 February 1999 **Proceedings of the tenth ACM Conference on Hypertext and hypermedia : returning to our diverse roots: returning to our diverse**



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- 1** [Technical correspondence: Object serialization analysis and comparison in Java and .NET](#)

Marjan Hericko, Matjaz B. Juric, Ivan Rozman, Simon Beloglavec, Ales Zivkovic

August 2003 **ACM SIGPLAN Notices**, Volume 38 Issue 8Full text available: [pdf\(339.96 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

This article compares binary and XML object serialization on Java and Microsoft .NET platforms from the performance and size perspective. It uses three different types of objects and different number of objects to make a comparison which reflects real-world circumstances. The article has the following contributions: (1) it compares binary and XML serialization between Java and .NET to compare the efficiency of both platforms; (2) it compares binary and XML serialization within the platforms to c ...

**Keywords:** .NET, Binary, Java, Serialization, XML

- 2** [Event Services in High Performance Systems](#)

Greg Eisenhauer, Fabián E. Bustamante, Karsten Schwan

July 2001 **Cluster Computing**, Volume 4 Issue 3Full text available: [Publisher Site](#) Additional Information: [full citation](#), [abstract](#)

The Internet and the Grid are changing the face of high performance computing. Rather than tightly-coupled SPMD-style components running in a single cluster, on a parallel machine, or even on the Internet programmed in MPI, applications are evolving into sets of cooperating components scattered across diverse computational elements. These components may run on different operating systems and hardware platforms and may be written by different organizations in different languages. Complete &ldq ...

**Keywords:** component architectures, dynamic extensibility, event services, middleware, publish/subscribe communication

- 3** [Efficient wire formats for high performance computing](#)

Fabian E. Bustamante, Greg Eisenhauer, Karsten Schwan, Patrick Widener

November 2000 **Proceedings of the 2000 ACM/IEEE conference on Supercomputing (CDROM)**Full text available: [pdf\(134.14 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

High performance computing is being increasingly utilized in non-traditional circumstances

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Distributed Computing Systems, 1999. Proceedings. 7th IEEE Workshop on Future Trends of , 20-22 Dec. 1999

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